

GLOBAL CONQUEST™

Technical Supplement

For IBM PC & compatible computer

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Installing Global Conquest

Make Backups of Your Original Disks

Your first order of business as a proud new owner of Global Conquest is "The Copying of the Disks." Copy your disks immediately, even before you install the game on your hard disk. Consult your MS-DOS documentation on how to make copies of diskettes. After you have made the copies, stash the original diskettes in a safe place and use the copies to install Global Conquest.

Run the "Install" Program

Place your copy of Disk #1 into one of your floppy drives. Then type the letter corresponding to the disk drive you placed Disk #1 in, followed by a colon (for example, if you placed Disk #1 in drive A, type "A:"). Then type "INSTALL" and press the Enter key. This begins the installation of Global Conquest.

Copy Protection

First, you will be asked to find a particular word in the manual. After correctly answering, the installation screen will be displayed.

The Installation Screen

After several seconds, the Global Conquest Installation Screen will appear. This screen contains several different entries, described below. Your cursor is currently on the "Proceed with Installation" line; you can move your cursor to different entries with the up and down arrows on your keyboard.

Source Path: A:

This line tells you where the installation program is looking for Disk #1. If Disk #1 isn't in drive A, move your cursor up to this line and press "Enter." Correct the entry (replacing "A" with "B", for example, if that's where your installation disk is), then press "Enter" again.

Destination Path: C:\Conquest

This line tells you where the installation program is going to install the program (the default setting is to drive C, in a directory titled "Conquest"). If that isn't to your liking, move your cursor to this line, press "Enter," and correct the entry. When you are finished with the entry, press "Enter" once more.

For example, if you wish to install the game into drive D, inside a directory labeled "MPS," you would type "D:\MPS\". If you wish to install the program onto floppy drive "A", with no directory, you would type "A:\". (We suggest that you install Global Conquest onto your hard drive if at all possible. It runs much faster there than from floppy disks.)

Copy Animation: Y

This line instructs the installation program to install the opening animation sequence. If your hard disk is cramped for space, or if you are installing to a floppy disk, move your cursor to this line, press "Enter," type "N", then press "Enter" once more.

Proceed with Installation

Once the settings are to your liking, position the cursor on this line and press the Enter key.

The Install process will create the necessary directories and, when finished, will place you on the command line, ready to play Global Conquest.

Exit Without Installing

Position your cursor on this line and press "Enter" to abandon the installation.

Play the Game

First, change your current directory by typing "CD \CONQUEST" and then pressing the "Enter" key. To begin playing, type the word CONQUEST, press the "Enter" key, and have fun!

Deleting the Program

If you wish to remove Global Conquest from your hard disk (perish the thought!), run "UNINSTALL" from Disk #1 to remove all the files and directories from your drive.

Addendum

Here's something which didn't quite make it into the manual. It should be on page 25, at the end of the section titled "Rankings."

Pulling Rank

If, during a game or while watching a film, you would like to see the ranks of all players, just click on the Treaties button on the top bar.

Multiple-Computer Game Difficulties

While attempting to link machines for the first time, either via modem or direct serial cable, players have been known to encounter some difficulty making a connection. Here are some common solutions.

Com Ports

When you play a game against an opponent who is located on a remote machine, you must tell the program which com port your modem or direct line is hooked-up to. More often than not, communication difficulties between machines occur because one or both machines' com port settings are messed up. Check your computer's documentation to make sure you know which com port your modem or cable is hooked up to. Also, check to make sure that there is no com port conflict between your modem and any other peripheral items on your machine. For example, if you use a serial mouse, it will most likely be using one of your com ports. If this port is the same as the port your modem is using, there may be a conflict.

Modem Problems

If you have checked and re-checked your com ports and still continue to experience difficulties playing the game via modem, your modem's settings may be getting in the way. We suggest that you edit the MODEM.INI file in your Conquest directory. This is a bit tricky, and can't really be covered in the space of this supplement. You'll need to consult your modem manual for instructions on how to do this. The only line in that file that you shouldn't mess with is the first. Don't delete it and don't alter it. You can delete, alter, or replace all of the other lines with lines that your modem manual recommends. Keep in mind that no single line can be over 39 characters, and the total number of characters of text can't exceed 179.

If you CONTINUE to have difficulty, we suggest that you turn off all of your modem's "whistles and bells" and try again. And if that doesn't work, try connecting with your opponent through a communications program (like Procomm, for example), then use the "Existing Connection" option (See the manual, page 71).

And if THAT doesn't work, we suggest that you use a VERY long serial cable or call your modem manufacturer for suggestions.



Don't Trash!

Your Official Proof-of-Purchase is located on the reverse side.

The official proof-of-purchase is required when ordering a backup copy of your game, and when participating in most MicroProse promotions!

The Global Conquest Icon Editor

Included with your copy of Global Conquest is an icon editor, titled "EDITICON.EXE." This program allows you to create your own personalized icons for display in the "Icon Corner." (Your personal icon is sent to the remote opponents you play, so don't make "wimpy" ones!) To use the editor, enter the directory where you keep Global Conquest and enter the word EDITICON at the DOS prompt.

A list of all available .lbm and .pcx files will be given, and all previously-created icons will be shown. To choose a file or icon as a "starting place", click on the one you want.

If a graphics file is chosen, the file will be loaded and the mouse cursor will change into a box. Center the box on the portion of the picture you wish to use, then click to "punch-out" a starting shape and bring up the editing window.

If you decide to use a previously-created icon as a "starting place", clicking with the LEFT mouse button on the icon of your choice will load it into the editing window. Note that a RIGHT button click on a displayed icon will DELETE that icon from your directory.

In the editing window, a click on any one of the boxes on the left forms the cursor into a "brush" of that shape. A click on any one of the Available Colors changes the color being used. To "paint" the icon, place the cursor over the "blow-up" window and click the left mouse button. To make a "clear" color, click the RIGHT mouse button. By looking at the "Real-size" icon to the right, you can get an idea of how your editing is developing. If you would like to see how your icon will appear in the Icon Corner of the Global Conquest Screen, click on the "View" box. Clicking on the "Clear" box clears the icon to the current color.

Using the "Change Color From" box allows quick changes in colors. First, click anywhere on the box. Next, click on the color to be changed in the Available Colors box. After that, click on the color that you wish to replace the previous color with. Finally, click on the square "target" to effect the change. Note that the "clear" color can also be used by clicking over the Available Colors box with the RIGHT mouse button.

EDITICON can display most .lbm and .pcx files. However, in order to use these files, they must be placed into your CONQUEST directory so that EDITICON can access them. Furthermore, moving EDITICON from your Conquest directory will render the program inoperable.

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GLOBAL
CONQUEST

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Please check game format here.

☐ IBM 3.5 ☐ DD ☒ EGA
☐ IBM 5.25 ☐ HD